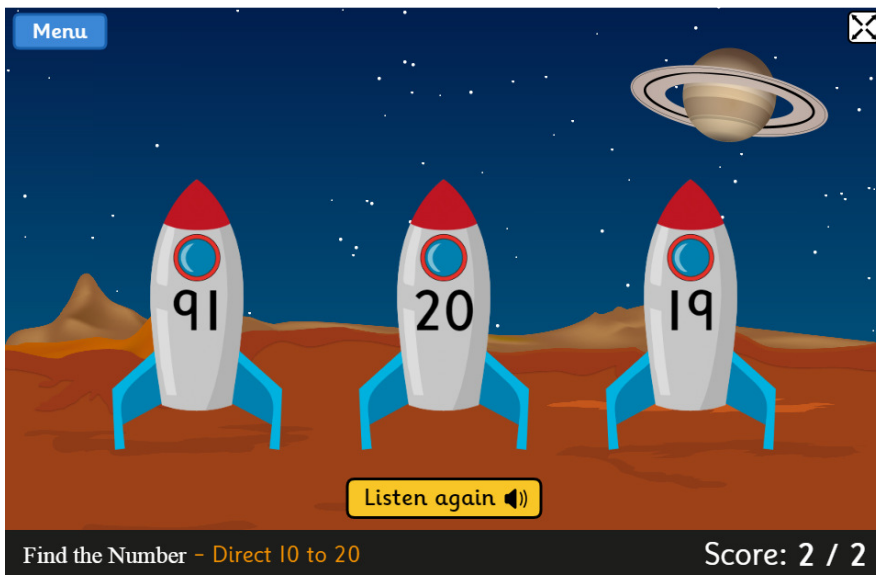


Y3/4 Computing – Variables

Today your challenge is to work with variables.

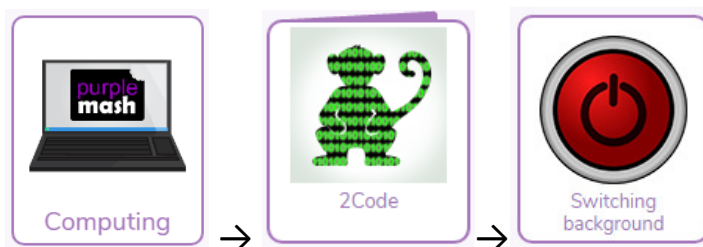
A variable is very simple: it is something that can be changed. In computing, we use variables to store information that might change.

For example, a variable could be the current score of the player in a game; we would add 1 to the variable whenever the player gained a point.





GP

Log onto Purple Mash and click these icons.



This is the variable. The number changes each time the player gets a question correct.

Follow the instructions on 'Switching background'.

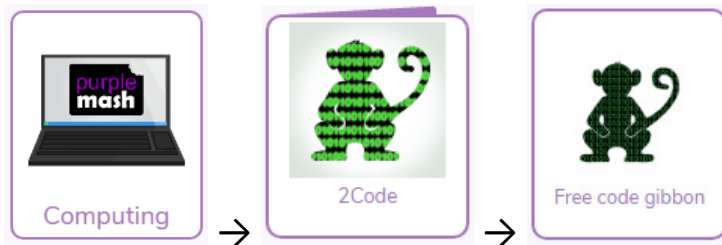
If you get stuck, click on  or .


The **variable** in this task is the background. This is what changes in the program.

IP

Challenge – can you create your own variable?

Go to:



When you click on , you can add pictures and buttons. A button (like we saw on the 'Switching backgrounds' task) is a good way to add a variable to your work.

Here are some variables you could add to your work:

- Changing the colour of the background
- Changing the number on the screen
- Changing the size of the picture on the screen
- Changing the speed of your character's movement

Have fun creating! Remember you can always email your teacher if you would like them to look at your work.